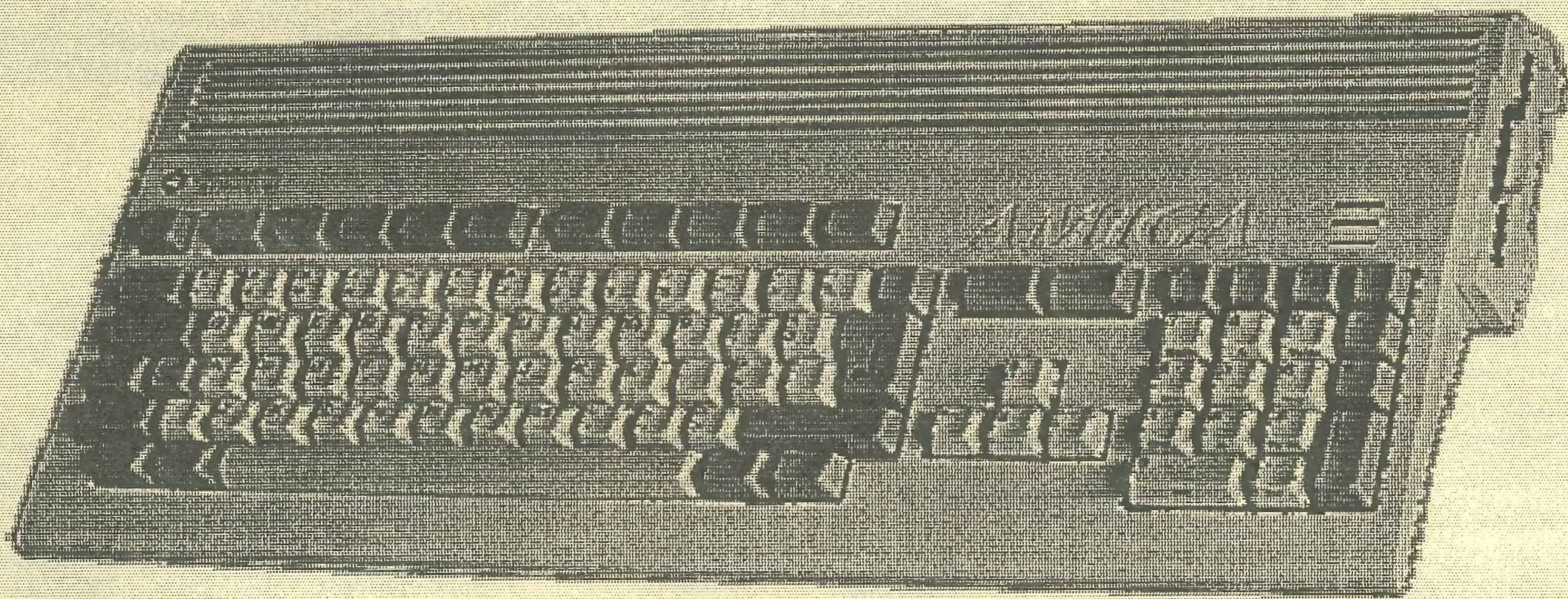


A1200 - a new start?



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AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at: **527 1995**

Membership

Membership of the Amiga Users Group is available for an annual fee of \$30. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for \$30 to the address above.

Disk and Book Library

AUG has an extensive collection of Amiga Related Books, Magazines and Tapes. Disks from our Public Domain library are available for \$2 each on your own disks or for \$4 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this Journal and a catalog disk is available.

Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 10% discount on computer related books, as does McGills in Elizabeth Street. Another World computer shop in Coburg, MVB Croydon and Computer Magic Moonee Ponds offer good deals while Maxwells of Abbotsford offer 10% off RRP on all software.

The Bulletin Boards

The AUG operates Bulletin Boards devoted to the Amiga. They can be accessed 24 hours a day on the numbers listed below: Parameters should be set to 8 data bits, 1 stop bit and no parity.

AmigaLink-I = 792 3918
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Line 1 (up to 2400) = 499 2798
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****Note these new numbers****

CLUB EVENTS

For details of club events and meeting dates, check inside the back cover and the A.U.G. calendar on page 16.

An entry fee is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Back issues are also available at meetings.

Workbench Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadline for articles is the first week of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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A.U.G. Help-Network

Here is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you want to help and have your name listed here please contact the Editor. They are not listed in any order or priority. Please keep contacts to reasonable hours (6 - 9 pm unless otherwise noted) and remember the basis of this service - they are volunteers.

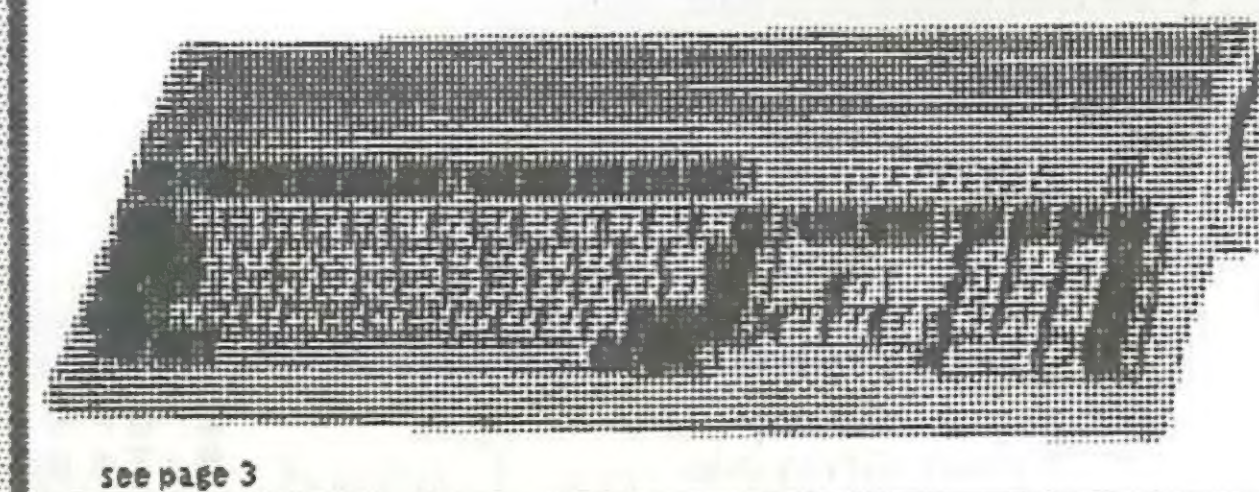
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Workbench

Number 84 June 1993

A1200 -
a new start?



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Editorial

Why is it that with Amiga sales steadily increasing, our membership is declining? There are two sides to this, it means that current members are not rejoining, and that we are not getting new members at a rate to make up for the members leaving.

Members lapsing indicates that they don't think there is enough benefit in the group to be worth the cost: the recently conducted membership survey indicates that less than half of the membership attends meetings and less than half use the bulletin board - if this is the same half then the only regular A.U.G. contact is this magazine. I sincerely hope that's not the reason for members quitting!

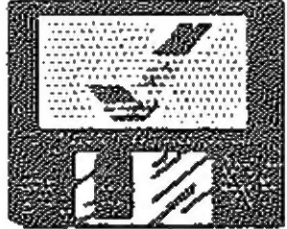
As for the drop in new members, one could argue that the Amiga is so user friendly that there is just no need to join a user group - if you buy a bundle with monitor, word processor, paint program and a printer, what more do you want? Well, I believe that even though you might not need to join a user group, you can still benefit from joining - as I said in a previous editorial, you might do what you want with your computer, but I hope A.U.G. can help you do more and better (quicker, cheaper...). On the other hand, it could be that new Amiga purchasers simply don't know that we exist!

I guess the upshot of this is that if you know anyone who owns an Amiga, and they're not a member already, suggest to them the benefits of joining. Let's see... the pd software library (these editorials are all written with a pd text editor, and all articles pass through it at some time), the magazine, the book and magazine library, the bulletin boards, the membership discount at various bookshops and computer dealers, the help line and support services, and I expect others I've forgotten for the moment. (In fact, considering the discount offered by some dealers, it might be worth suggesting people join BEFORE they buy their Amiga!)

And if you know someone who might join, see the special offer running until the August meeting advertised on page 3.

Next issue of Workbench will be a special format, dedicated to various reports and information for the Annual General Meeting in August. We should be back to normal for the August issue.

John Rowley



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I Surrender!

by Jeff Kirkland

I TRIED. I tried really hard. I told myself that I didn't need a 68020 processor. I had absolutely no use for AGA graphics. A 40mb IDE hard drive wasn't worth the investment and so what if all this was only \$1200 and an old calculator?

Well, here I am sitting at the keyboard of my four day old A1200HD/40. Resistance was useless.

There would be very few people in the Amiga community who don't know about the Amiga 1200. Looking like an A600 with the addition of a numeric keypad, it has a 68020 processor running at 14MHz, an internal 40mb IDE hard drive and Kickstart 3.0, and the usual serial, parallel, and floppy ports.

In addition to the standard RGB monitor port, there are also colour composite and RF (TV) outputs. There is a standard 880k floppy drive on the right hand side and a PCMCIA slot on the left. The power supply looks much improved over the old A500 "brick" and is the same one as supplied with the A600.

The machine comes with four manuals. These are the A1200 User's Guide, The Amiga Hard Drive User's Guide, the Workbench 3.0 User's Guide and an AGA supplement. All of these manuals are extremely well written and clear. The first-time Amiga owner should have very few problems getting started on their new machine.

The more advanced user will run into an immediate problem. There are no AmigaDOS or AREXX manuals. This means that you will have to dig into your pockets yet again to buy them. The manuals are (or will be?) available from Commodore.

It took only a few seconds to get the machine out of the box and going. The hard drive was already partitioned and Workbench was installed and ready to go. Although it's no big problem, I was a little perturbed to see that the drives were

partitioned as HD0: and HD1: rather than the usual DHx:. The drives are referred to as DHx: throughout the manuals and I feel that this could cause confusion to a first time user.

The Workbench 3.0 install disks are another cause for concern. I've had a number of calls from frantic new users who can't get Workbench 3.0 to re-install despite following the instructions in the manual. The problem here is that the installer is set up to install Workbench to SYS:. Great if you're updating but if you've just formatted your hard drive, SYS: is the floppy you've just booted from. It's easy enough to assign SYS: to the hard drive but a new user with no AmigaDOS manual might never work this out.

Having heard many conflicting estimates of the A1200's speed, I decided it was time to run a few benchmarks and see for myself. The first thing I did was run SysInfo and AIBB. Both of these programs agree that my unexpanded machine is running at around 2.3 times the speed of the A600. Graphics were around 3.5 times faster. Integer maths with 68020 specific code zips along at a massive five times faster. I know that adding some fast RAM will help it along a bit, but the unexpanded machine is still nowhere near as fast as Commodore claim it to be.

Speaking of speed, the IDE hard drive seems to fly along. While not as fast as the GVP hard drive I was using on my A500, it's more than enough for me.

If you are using DOS 2.x, you will find very few surprises in DOS 3.0. CrossDOS is a standard feature and Workbench now supports 'data-types' which allow it and other sup-

porting programs to recognise such things as ILBM, 8SVX and GIF files. This means that I can directly load an IBM GIF file as backdrop to Workbench without having to convert it to IFF first. In the time that I've owned the machine, I've managed to obtain both GIF and PCX datatypes, so I'd assume that many more will be on their way in the near future. So far the only program I've seen that supports datatypes is Multiview which is supplied with Workbench.

The RF modulator and composite output are terrific. In the past I've always been reluctant to part with my trusty old Amiga 1000 because of the quality of its composite video output. I'm pleased to say that the A1200 is as good if not better and the RF modulator took very little fine tuning to get a good picture on my television set.

I'm currently using my machine with my old 1084s monitor. This limits me to the normal A600 display modes and a Super Hires mode of 1280 by 256. All of these modes are now available to me in 256 colours. Despite all the excitement over this, there is currently so little software that supports the extra colours that you really won't even notice that they're there. This is changing rapidly as more and more software is being updated to handle the AGA modes. I'm expecting AGA games to be mind-blowing!

The new chipset comes into its own as soon as you add a multisync monitor. A huge range of screen modes will become available and, best of all, with no flicker! It's possible (and cheaper) to use a

VGA only monitor, but you will no longer be able to play games as it will only display the higher screen modes. Even if you don't play any games the VGA monitor has a drawback in that it won't let you see the Boot Options Menu as it too is displayed at the wrong frequency.

The best option is a multisync monitor, which is able to display all of the AGA screen modes. The main drawback is the expense. Commodore are apparently releasing two new monitors (the 1940 & 1942) that will handle all the AGA modes and should be a little cheaper than the current 1960 multisync.

What's the A1200 like to use? Terrific. I have had almost no software refuse to work although games players will probably have more headaches in this department. Workbench windows update much faster thanks to the 32 bit chips. I was going to say that the Workbench is a bit memory hungry, using a little over 400k of RAM for the system but then I thought of the RAM overhead that PCs and Macs need for their desktop so I won't mention it.

I used to have to apologise for Pagestream's slow movement of text when I was showing it to Mac DTP users. I emphasise "used to". On my 1200 it easily caught up with Quark Express on my mate's colour Mac Classic and since I've added a 68881 maths co-processor, it leaves it for dead.

The A1200's greatest drawback appears to be in its manufacture. Dealers seem to be experiencing a number of hard drive failures, almost exclusively in machines fitted with Quantum drives.

There have also been reports of some A1200s being shipped with the forty pin clock connector either missing or with only a twenty pin connector. You need this to install an internal real-time clock such as the Microbotics 12 A'Clock.

Hardware problems aside, I'd have to say that if you are going to buy an Amiga then this is the Amiga to get. The improved speed and efficiency are well worth losing the odd bit of incompatible software. The A600 is still a great entry level computer but for those users who want to get a little bit more serious and can't afford an A4000, the A1200 is hard to beat. ■



reviewed by
Frank Lowe

VIDI AMIGA 12 is a 12-bit image capture unit from Rombo in Scotland. It can capture an RGB composite or S-video in either colour or black and white in a variety of resolutions.

Mono images can be grabbed in near real time, (2-3 per second), to enable a constant update display of the incoming video on the screen. Colour images are grabbed through the unit's inbuilt RGB splitter and can be stored for later manipulation and storage. No extra power supplies are needed as the unit plugs into the parallel port with a separate plug going to the disk drive connector. The A2000's video connector is blocked by the unit, but this can be overcome by using a small extender on the parallel port.

The software included lets the user adjust the brightness, contrast, colour and vertical positioning of the image as it is being displayed. Selecting the Image Control option GRAB brings up the display of the digitised video in black & white. A grab window can be defined as either inside or outside a user defined rectangle, or full screen. The display window options allow settings of all standard Amiga displays, overscan, hires, interlace and PAL, with optimal palette and error diffusion. A sequence of grabs in B/W, single B/W or single colour is selectable and when initiated, can be stored temporarily for later processing and disk storage, allowing continual manual frame grabs. Image manipulation is done via the Image Control EDIT selection and storage via File Management. EDIT functions are soft focus, blur, sharpen, psychedelic, smooth, silk, negative,

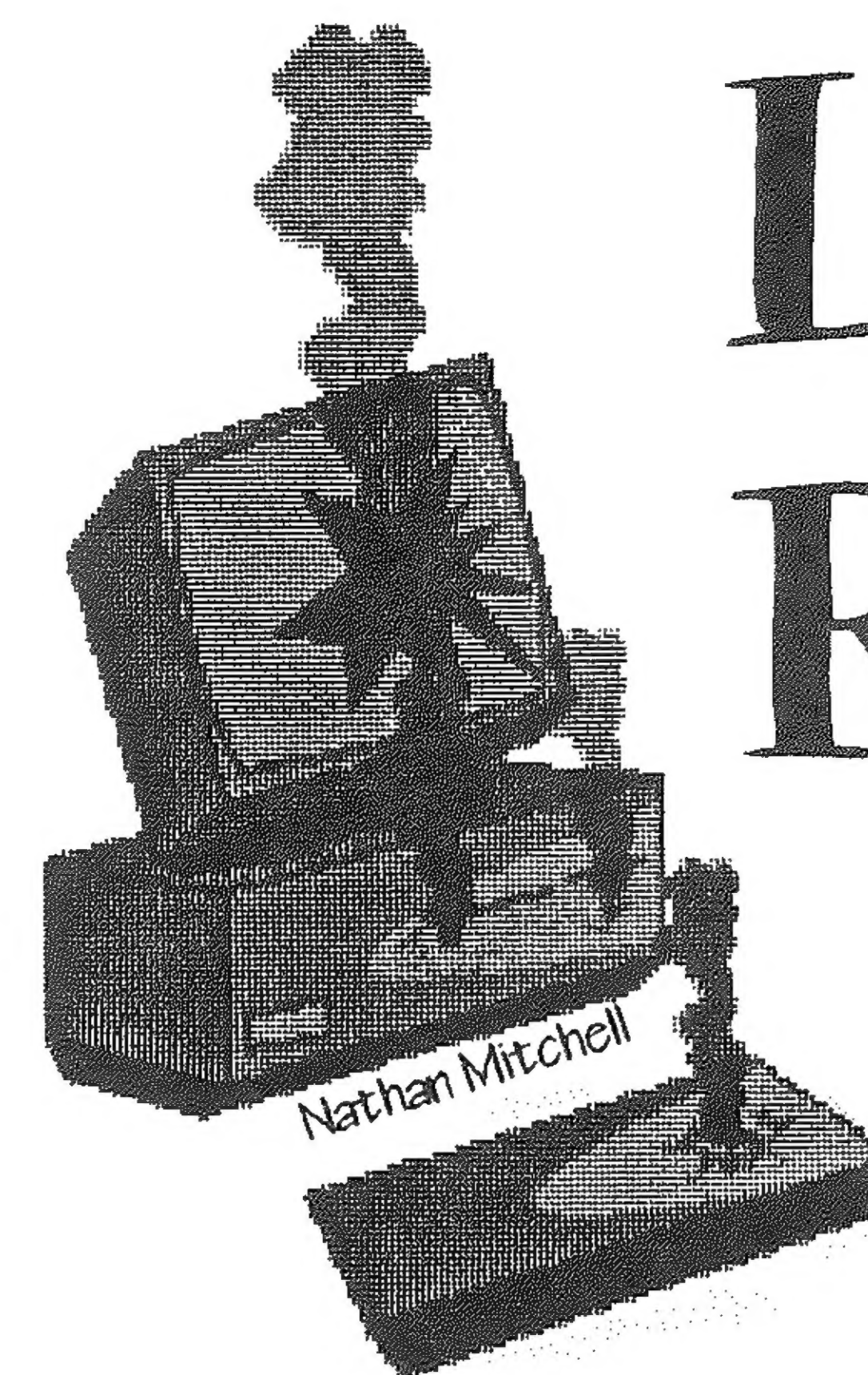
quantize, threshold, emboss, and edge detect. Images can be loaded and saved as animation files or as single images for use and alteration with other software.

Don't be put off by the fact that this unit is 12 bits and not 24 bits. The resolution and quality will only affect full screen displays, but the resultant images from the Vidi12 can be touched up. If you are an owner of OpalVision, you can use Opal-Paint to smooth and error correct the image, then scale it down for use in raytraces or for supplements for other images. Other image manipulation software such as Art Department or ImageMaster can be used to achieve the same effect. As long as the image is converted to 24 bits, then worked on, you should get good results. I use this method even when using Digiview on pictures, to improve them.

The price of this unit is \$285, and is available from ComputaMagic, who supply an Australian warranty if purchased from them. You may see it sold for less elsewhere, but you won't get the Australian warranty and support given by ComputaMagic.

For all you A1200 and A4000 owners out there an updated version which is available, or soon will be, to support AGA.

I first found out about this great piece of hardware when it was demonstrated at a NWAUG meeting. The next day I went out and bought one and find it a great asset. ■



Last Resort

collated by Frank Lowe

PLEASE SEND your questions, or solutions to problems you have experienced, to Frank Lowe, through Amiga Central BBS or via the club mailing address.

Questions can be on any Amiga topic - hardware, software or how to get the best from such & such a program and what do those unfamiliar terms used really mean?

After attending a C.A.E. course on chaos and reading "Does God Play Dice" by Ian Stewart, I wrote a couple of programs which might interest some readers. The programs are based on the formula $x=y*x*x-1$. One plays chaotic music, another increases the value of y until chaos sets in and plots the result, a biruration diagram. I would have proceeded to experiment with Julia and Mandelbrot sets but my computer has difficulty in coming to terms with SQR(-1). Is there a way to overcome this?

The first problem is with a program in Abacus book: "AmigaBasic Inside and Out." The program is the Statistical Data Manager and the problem occurs about half-way down Page 509 in the line "PRINT Number\$(x); TAB(10); DESC\$(x); TAB(45); Value\$(x)". My computer says it is an illegal function call.

The second problem is with the "Diskright Software" Business 0002 disk CCalc program. The command @SUMROW[xx] will add only one or two items appearing on the screen whereas I need to sum the complete row. On the same disk the bbase program is said to allow for 600 entries. My first database would only take 60 entries and the second, using a disk with only bbase on it, went only to 14 entries.

I would greatly appreciate help in solving these problems. I would also be interested to hear of a word processing program which will print Hebrew characters. Is it possible to assign letters on the English keyboard to roughly similar Hebrew letters?

Ron Ewington

There have been many articles in Amiga magazines dealing with writing programs to produce Mandelbrot displays. Amiga Computing has good articles dealing with many aspects of the Amiga. AC v4.3 1989 Fractal Fundamentals part I, AC v4.7 1989 part II, AC v4.10 1989 part III, AC v5.1 1990 part IV, and AC v5.6 part V.

First problem: There is nothing wrong with this line as long as space has been defined for the string variables. It is more than likely the fault lies in the previous line or lines. Also make sure you have allocated enough RAM to Basic.

Second problem: SUMROW should need to specify all the elements which will make up the 'sum' value, ie @SUMROW[(R1C1;R1C2;R1C3)]. If the documentation does not explain the specification for the number of entries and their size, there are other programs available on the Fish collection which may be worth a look. A list of the contents is available on BBSs or through the club's library.

Hebrew Word Processor.

A font editor can be used to alter the font corresponding to a selected key. There is a PD editor called FontEd and a commercial product called TypeSmith. This does not solve the problem of a word processor, but only gives you a workable text editor.

There is a Hebrew capable word processor listed in the Winter '93 edition of AC's Guide to the Commodore Amiga, page 28. The program is Rashumon, it comes in two versions for US\$150 or US\$200, and is available from the publishers in Israel! The program is described as handling English, Hebrew, Arabic and Russian.

I have not heard of a public domain, shareware, or budget Hebrew word processor for the Amiga. There may be one which can run on an IBM PC. Always keep an eye on the Fish disks as you never know what will be on the latest ones. Or you could prompt a programmer to whip one up for you.

Frank

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376-6180.

or write to
NWAUG
Amiga Expo
P.O. Box 25
Coburg 3058

Amiga vs Macintosh

- a real contest

by Rudy Kobut

THE APPLE MACINTOSH computer is probably the best recognised brand of computer in the world, even if it isn't the biggest seller. After all, who doesn't recognise the image of the little box with built-in screen? The image is not the reality any more, as Apple sells more of its later model colour computers than of the little boxes, but the little box image is still used by Apple in its marketing. Apple still makes and sells the little boxes and they now come with colour screens too, so the endearing quality of the product to the user is still there.

But image is not all that Apple put into their products. A key factor in the popularity of their computers is their ease of use with powerful software. Apple pioneered the consumer market in 1984 with its "DeskTop" (mouse/menu/icon) interface based on the earlier effort of Xerox Corporation. While the Amiga followed the Macintosh closely in time (1985), Apple's single minded approach to the graphical user interface set it apart from other systems. Apple eschewed the IBM "standard" of command line interface (CLI), and this did much to win market share at a time when the Amiga was floundering. The Amiga "Workbench" interface, while useful, was obviously second fiddle to the CLI, and remained so until release 2.0 of the operating system in 1991.

While the Amiga sat relatively still in terms of evolution between 1985 and 1990, the people at Apple continuously upgraded the Macintosh operating system and developed a new series of colour computers known as the "Macintosh II". Despite the expense of these new computers they proved very popular and were followed by a lower cost series of "Macintosh LC" computers, the latest version of which, the LCIII, sports a 25MHz

68030 processor, 4MB of Ram, a 32 bit data path and a 80MB hard disk as standard. These computers are also very popular and form the bulk of Macintosh sales.

My familiarity with the Macintosh goes back to 1985, and I have been a Macintosh user at work almost continuously since then. At the moment, I use a Macintosh LC at the office running many of the "mainstream" commercial applications like Microsoft Word, Excel, Filemaker Pro, MacProject Pro, and MacDraw Pro. At home, I have an Amiga 500 with hard drive running under AmigaDos 2.1. I originally bought an Amiga because I didn't want to pay the high price set by Apple for a Macintosh and the Amiga looked an excellent buy in comparison. That was over three years ago.

With the release of the Amiga 1200, I was interested to see how the Amiga compared to the Macintosh LC range, so I gathered comparable data and set it out in the accompanying table. The comparison shows that the Amiga is still comparably excellent value for money, which is very pleasing for an Amiga-phile like me! What is very striking is that the Macintosh, despite many more years of development effort by Apple, does not exhibit any significant technical

or operating software advantage over the Amiga - quite the reverse. This may mean that Commodore can deliver relatively greater product benefits than Apple with far less effort or resources. The relative price differential speaks volumes! It probably also explains why Apple and IBM are co-operating in the development of a new operating system, to get around the constraints of current Macintosh technology, and why Microsoft Corporation has taken a very close look at the Amiga in their own system development work.

The higher sales volume of the Macintosh, compared to the Amiga, is thus not based on the innate capabilities of the machine. An explanation would need to consider the early days of each machine and the marketing that went into them at the time. As far as I am concerned, Apple did one thing absolutely right - it set up its own software house (Claris) to produce excellent user friendly software right from the start, and it marketed the uniqueness of the machine to perfection. Commodore did neither. Why the Amiga still exists is both a mystery and a tribute to all the early Amiga owners who saw the potential and stayed loyal when virtually nothing was being done to advance the machine's prospects. I am happy to say that the software now available on the Amiga is finally competitive with Macintosh software in terms of capability and price, except for some "heavy weights" in the business arena. And Commodore seems to appreciate the value of marketing (well, at least in some areas)!

The comparison does not indicate how each machine performs for the user. My own work with both computers lets me appreciate the finer points of each system. In the table I make reference to the issue of "speed", which is very difficult to properly address, but I can attest to the fact that the custom co-processor chips in the Amiga are a significant benefit to performance. Even though the Macintosh LC has a faster main processor and special software for handling graphic displays, I often encounter noticeably slower response times compared to my Amiga 500. On the other hand, the faster main processor allows some types of work, like ►

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spell checking, to work faster on the Macintosh. If you think that the Amiga's performance gets degraded when you add more colours to the display, you haven't seen the Macintosh struggling! To get similar performance to the new Amiga AGA Chipset, you would have to add a special graphic card with custom display chips to the Macintosh.

On the other hand, the networking ability of the Macintosh, right out of the box, is impressive - a capability that should be added to the Amiga (like yesterday). I also like the PrintMonitor program that gives background printing to every program and allows the user to monitor the print queues, a real boon. The Macintosh operating software is much like the Amiga's except for the multi-tasking process, which the Amiga handles much better and more efficiently. The Amiga's display options are superior, and the operating system is more open to flexible use through access from the Shell.

In conclusion, I would say that unless choice of commercial software is a deciding factor, the Amiga is by far the better buy for most users. ■

Amiga Users Group

AUCTION

at the July 18th
Holmesglen Meeting

★

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Technical Comparisons

	Amiga 1200HD	Macintosh LCxx
Processors:		
Central Processing Unit	14.32 MHz 68EC020 (See end comment 1)	15.6672MHz 68020 (LC) 15.6672 MHz 68030 (LCII) 25 MHz 68030 (LCIII)
Memory Management Unit	No	Yes (LCII & III)
Data Path	32 bit	16 bit (LC & LCII) 32 bit (LCIII)
Math Coprocessor	Optional	Optional
Graphics Coprocessor#	Yes (2 Chips)	No
Sound Coprocessor	Yes	No (Custom Sound Chip)
Memory: Total Ram	2Mb up to 10MB	4MB up to 10MB
Video Ram*	2Mb (CHIP ram)	4MB up to 36MB (LCIII) 256Kb (512Kb optional) (LC) 512Kb (LCII & LCIII) (768Kb optional on LCIII)
ROM	512Kb (2MB max)	512Kb
Ram Needed for Operating System	200,000 bytes	1MB (1,000,000 bytes)
Expansion:		
Bus Connector	Internal slot	Internal slot PCMCIA
Connector	Yes	No
Parallel Port	Centronics	No
Serial Port	Yes (1 RS-232 Port)	Yes (2 Appletalk Ports) SCSI
Port	No** (Use Floppy Port)	Yes
Mouse/Joystick etc (Desktop Bus)	2 ports	3 devices chained
External Floppy	1 port	No (Use SCSI Port)
Keyboard	Built-in	External (Desktop Bus)
Real Time Clock	Internal slot	Built-in
Video Display:		
Screen Resolutions	Programmable 320x256; 640x512; 800x600; 640x960 1280x512; 1312x512 plus overscan	Fixed 512x384 or 640x480 (All) 832x624 or 640x870 (LCIII)
Colour display	2 to 256, and 256,000 (all resolutions)	256Kb VRam = 2 to 16 512Kb VRam = 2 to 256 768Kb VRam = 2 to 32,768 (256 & above in High Resolution RGB only)
Screen Palette	24bit (16.8 million)	24bit (16.8 million)
Supported Monitors:		
RF (Standard TV)	Yes	No
NTSC/PAL Video	Yes (Colour composite)	No
RGB Analog	Yes	Yes
VGA & SVGA	Yes	Yes (VGA)
Multiscan	Yes	No
Disk Drives:		
Internal Floppy	3.5 880kb	3.5 1.44Kb
Hard Drives	40Mb 2.5 IDE	40Mb 3.5 SCSI 80Mb 3.5 SCSI (LCIII) Sound:
Audio Device	8-bit, 4 voice	Custom Chip
Sound Channels	2 (stereo)	2 (mono)
Sound Buffer	800k	???
Sound Volume	6-bit	???
Sound Sampling	No	Yes (mono)
Speech Synthesizer	Yes	No
System Software:		
Operating System	AmigaDos 3.0	System 7.1
Programming	ARexx	Hyperbook MSDOS File
Transfer	CrossDos	Apple File Exchange
Disk Repair Tools	DiskDoctor	Disk First Aid
Hard Disk Setup	HDTToolBox	Apple HD SC Setup
Hard Disk Backup	HDBackup	No

Text File Display	More/Type/MultiView	No
Graphic File Display	Display/MultiView	PICTuresque
Text File Editor	Ed/Edit/Memacs	Notepad/TeachText
Icon Editor	Yes	No
Calculator	Yes	Yes
Clock	Yes##	Yes
Speech Production	Yes	No
Sound Production	Yes	Yes
World Languages	Yes	Yes
Data Sharing	System Clipboard	Clipboard/Scrapbook
	ARexx	Publish & Subscribe
Printer Management	Yes	Yes
Font Management	Yes	Yes
Keyboard Layout	Yes	Yes
Customizing User Interface	Yes	Yes
Printing:		
Bitmap Fonts	Yes	Yes
Outline Fonts	Yes (Compugraphic)	Yes (Apple TrueType & Adobe Type 1)
Postscript Printers	Yes	Yes
Other Printers	Yes	Yes
Background Printing	No	PrintMonitor
Special Features:		
Productivity	Intuition (Co-operative Multi-tasking)	Finder (Pre-emptive Multi-tasking)
Appletalk Network		
User Interface(s)	Mouse/Menu/Window WorkBench Shell (Command Line)	Mouse/Menu/Window DeskTop
Advertised Price*** (March 1993): (including RGB Monitor, Keyboard and Mouse)	1200HD > \$1600	LCII > \$2699 LCIII > \$3750

Notes:

On the Amiga, coprocessor chips operate in tandem with the main processor chip (CPU) and can access ram independently. The Macintosh has QuickDraw software to handle colour graphics displays and printing.

While a battery powered real time clock is optional on the Amiga, the software is there to handle clock functions.

* In the Amiga, CHIP ram is used for video display and sound by the special coprocessor chips, but can also be used by the main CPU.

** A SCSI port option will be made available in the future, possibly through a PCMCIA port adaptor or the internal expansion slot.

***Amiga price at Myer Melbourne; Macintosh price in Age Green Guide

Comments: 1. The evaluation of the speed at which each machine can carry out certain functions is not as simple as a comparison of the speed in MHz of the main processing units. The first problem in comparisons is that the software is not identical between the two machines. It is possible to do certain set routines on the two but you would need the same program adapted to the different operating environments to get comparable results. In addition, the Amiga's co-processor chips complicate things by carrying out functions that would be handled solely by the main cpu on the Macintosh, and because they are specialised chips to handle graphics (screen displays etc) and sound, they improve the performance of the computer far beyond what one would expect looking at the speed of the main cpu alone. The multi-tasking capability of the Amiga together with the shared use of libraries etc. allows a more efficient use of system resources. As well, the width of the data transfer bus (ie. 16 bit vs 32 bit) influences speed considerably. Taking this into consideration, and based on my current use of the 68000 based Amiga 500 and a 68020 based Macintosh LC, I would hazard the opinion that the speed of the Amiga 1200HD is on a par with the 25MHz Macintosh LCIII.

2. The above information was prepared by Rudy Kohut from technical documentation supplied with the Amiga and Macintosh LCxx computers, Apple Computer Inc. specification sheets, and magazine reviews in AmigaWorld and Byte. If any information is incorrect, please contact Rudy on 807 3911 after 7pm.

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HOLMESGLEN

Co-ordinator - Peter Barton

Auction!

The A.U.G. Annual Fund-raising Auction will be held at the July meeting.

Goods can be auctioned by donation, in which case the group may be able to arrange for the pick-up and handling, or on a percentage basis, in which case owner will be required to bring the goods along to the meeting and will be responsible for them until auctioned.

For goods sold on a percentage basis, the A.U.G. will require 10% of the sale price (although a donation of a higher percentage would be gratefully accepted) and a reserve price may be set.

AS FROM the June meeting, the layout at the Holmesglen Conference Centre will be re-organised: the group will have rooms as they were at the April meeting. This means that the meeting will be in the main lecture theatre as always, with the meeting rooms beside the theatre used for SIGS and the Book Library, and dealers tables and the pd library in the foyer area behind the main lecture theatre. Entry to the meeting will still be available through the main Centre entrance, and the main foyer will be available for casual discussion.

This arrangement with the Conference Centre allows the A.U.G. to save part of the hire costs of the hall by not paying for the two rooms opposite the main theatre, on

the understanding that if the Centre management is able to find other groups to hire the rooms the entry foyer and facilities will be shared. It will also allow entry to the lecture theatre through the rear doors, reducing the interruption caused by people entering and leaving during presentations.

Notice of Annual General Meeting

The Annual General Meeting of the Amiga Users Group Incorporated will be held on Sunday 15th August.1993 at Holmesglen Conference Centre, Chadstone at 2:30 p.m.

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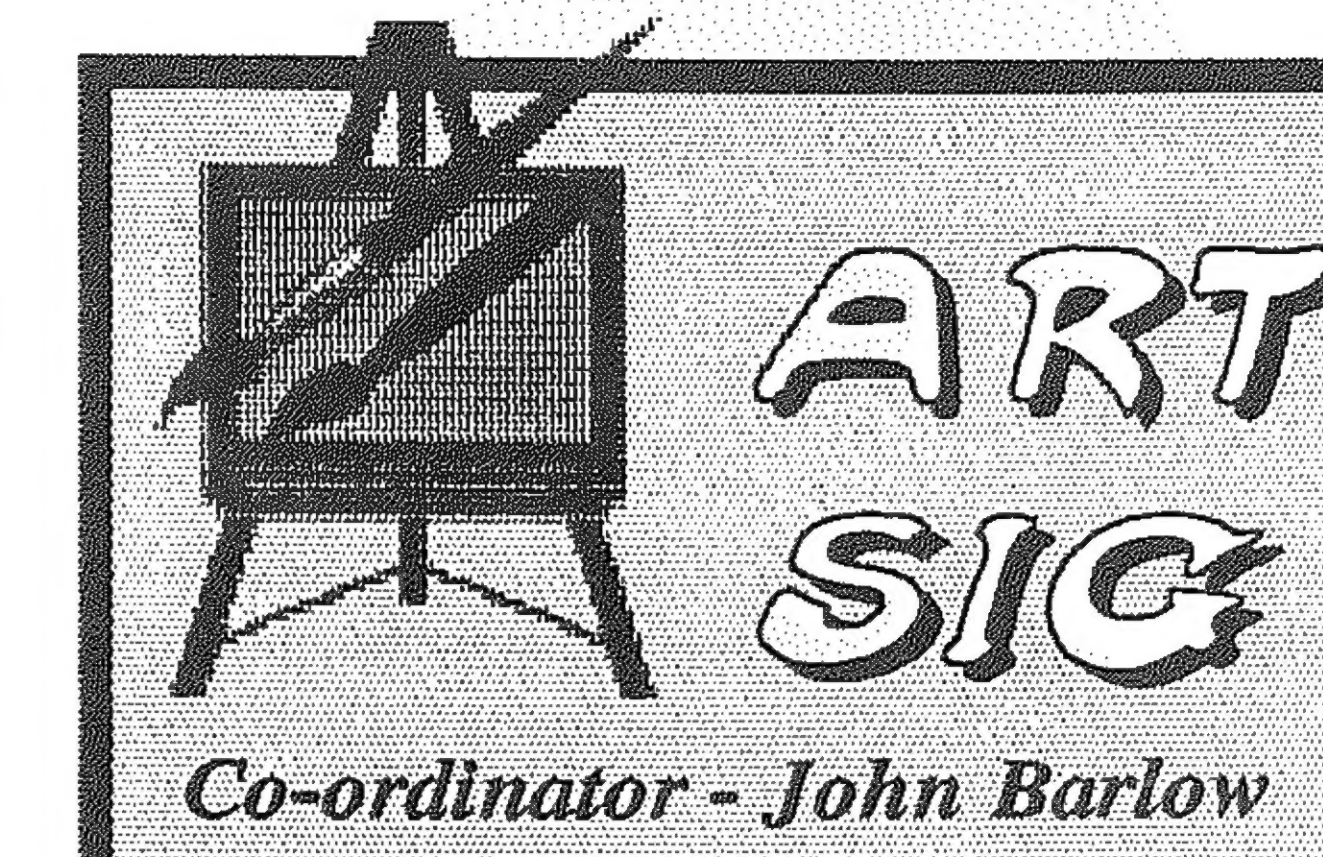
Workbench

THE APRIL and May Art SIG Meetings have had increased attendances with many new faces.

With so many new to Amiga graphics at the April Art SIG, we decided to show the Deluxe Paint beginners video. Anyone at the April AUG meeting may have seen the Advanced Deluxe Paint Video, the beginners video is of equally high standard, but only gives a brief explanation of each tool and feature. Someone who had never used Deluxe Paint may find it a little bewildering, but anyone with even a little experience with DP would find the video well worth buying. For experienced users the video fills in many gaps and explains many features that might not have been apparent. Both videos were supplied by Geoff Wood. I would highly recommend both videos to anyone who uses Deluxe Paint.

At the May meeting several basic animation techniques were explained for the newer users - every

time a new technique was tried several members had a different way of doing similar things, so the pooling of knowledge benefited the newer users and broadened the more experienced users' range of techniques. Several people were inter-



Co-ordinator - John Barlow

erested in the features of Art Department Professional, and while I was able to demonstrate some of the features that I know, we might spend some more time with this program at a future meeting.

Geoff Wood brought his machine

with Opal Vision to demonstrate this great hardware/software combination. Although I was busy with another group playing with Deluxe Paint, I would say that by the look of the pictures and effects Geoff was producing, OpalVision and OpalPaint must be the biggest advance in Amiga graphics since Deluxe Paint. It's a pity that the package represents a considerable extra investment for most Amiga owners, and the improved graphics of the newer Amigas does bring these machines closer to the Opal Vision standard. However the package is a brilliant one and I hope that continued development will see OpalVision become a benchmark computer graphics program as Deluxe Paint has.

The next Art SIG will be held at Aspendale on Tuesday 15th June, at the new starting time of 8.00 pm. Anyone interested should contact John Barlow at the next AUG meeting or call on 5514760.

THE AMIGA is still coming on in leaps and bounds with software support now coming out for the new AGA machines. Those games should look pretty good now. With the release of the A4000 and A1200 and the soon to be available A4000/030, the Amiga is guaranteed to continue in the world of graphics, sound and anything that can be thought of. The A1200 now has a board available to boost it to a 68030, 32Meg of 32 bit ram, etc, and a SCSI 2 interface, making it an affordable way to build up your Amiga system.

OpalVision is becoming one of the best sellers in the graphics processing area. Its great support and upgrade policy have given those



Co-ordinator - Rohan Safstrom

who are lucky enough to have one of these gems a great amount of satisfaction and a futuristic view of the Amiga. With the soon to be released modules OpalVision will become a new standard of graphics hardware and software the whole world can use.

The NWAUG has changed somewhat. Due to changes in time schedules the NWAUG meetings have changed to the first, third and possibly fifth Wednesdays of the month. For example,

June meetings 2nd and 16th
30th T.B.A.

July meetings 7th and 21st.

We changed from Wednesday to Monday several years ago, and now we're going back with the consent of the majority of members, and this will allow us to keep meeting at the Community Centre.

The Amiga Central Bulletin Board's user database will be updated on a regular basis, giving full access only to financial members of AUG. This is to encourage people to join up. If you accidentally get "killed off" let me know and I'll have it fixed within a day or so.

If you would like to participate in meetings by doing a demo, or you are having a problem with hardware or software, contact the Assistant Coordinator (or one of the other committee members), who will organise with you what to bring and when to bring it. Remember to mark your calendar with the new meeting dates.

See you at the next meeting.

Frank Lowe Ass. Coordinator

RAFFLE RESULT

The NWAUG raffle was drawn on Wednesday 19th of May. The change in date from 31st May was due to an unforeseen venue date change. The winner of the Vidi Amiga 12, with version 2 software, was Mal Woods of Knoxfield. The winner of PC-Task, from Chris Hames, was G. Paterson of Wantirna. Congratulations to both winners and thank you all who supported us by buying tickets.

FISH DISK #841

AniMan

AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. It is designed to work with the Perfect Sound 3, Audio Master (Audio Magic), or generic audio digitizers. Also requires 1MB of fast memory. This is Version 5.0 of AniMan, an update to version 3.2 disk 723. New features include support for AGA and improved performance. Binary only.
Author: Richard Horne

GifInfo

A small program that gives information about GIF files, such as size, number of colors, etc. Includes documentation in English and French. Version 1.12, binary only.
Author: Christophe Passuello

PowerData

Patches AmigaDOS, enabling all programs to read and write files packed with PowerPacker in way that is completely transparent to themselves and the system. Programs will read powerpacked datafiles directly, and will also magically start compressing their own datafiles, as they create or update them. This is version 38.115, an update to version 38.105 on disk 801. Partially localized for use with Workbench 2.1. Workbench 2.04+ only. Shareware, binary only.
Author: Michael Berg

FISH DISK #842

AntiCicloVir

A link virus detector that detects 30 different such viruses. Checks your disk and memory for known link viruses, and can also detect known bootblock viruses in memory. Version 1.8, an update to version 1.7 on disk 815. Shareware, binary only.
Author: Matthias Gutt

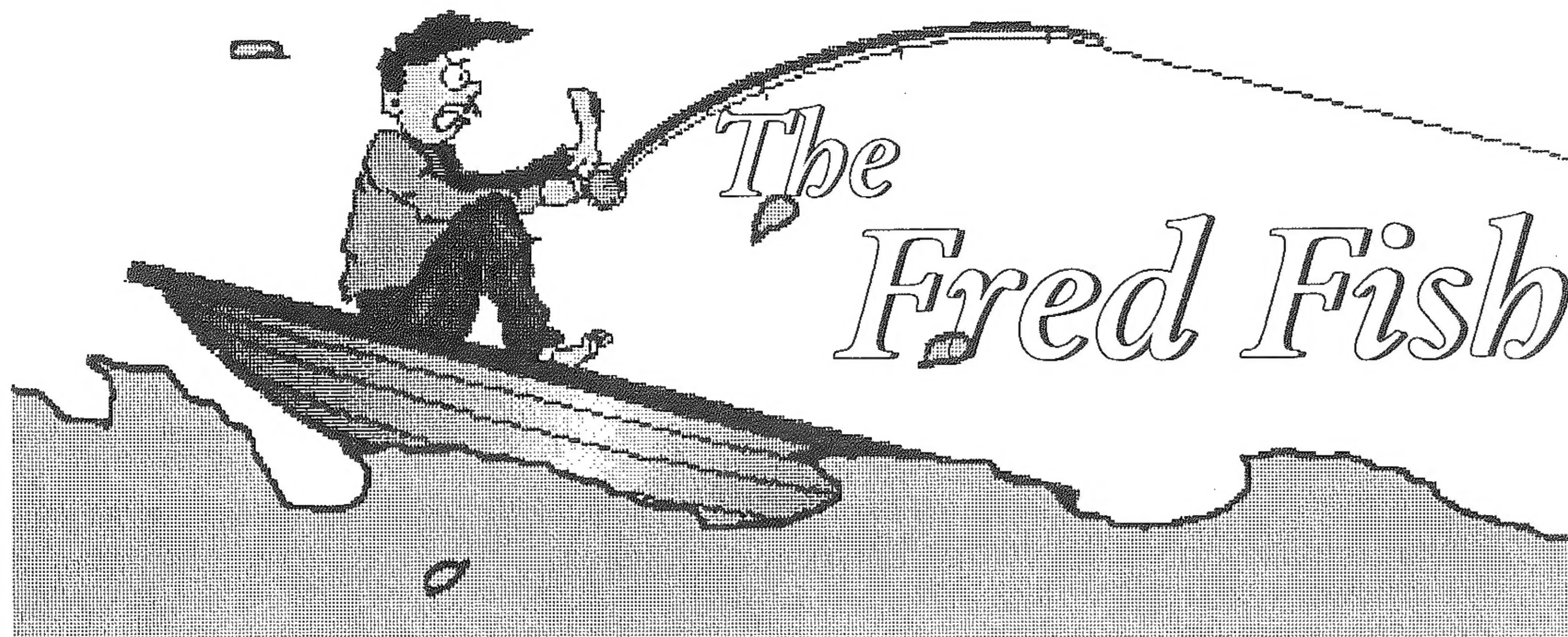
GadToolsBox

A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 2.0, an update to version 1.4 on disk 731. Includes source.
Author: Jan van den Baard

FISH DISK #843

BrowserII

A "Programmer's Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories using the mouse. Also provides a method to execute either Workbench or CLI programs by double-clicking them or by selecting them from a ParM like Menu with lots of arguments. Uses whatIs.library to detect file types and executes commands based on these. Version 2.13 for AmigaDOS 1.3 and 2.31 for AmigaDOS 2.0 (localized). Update to



version 2.04 on disk 649. Binary only.
Author: Sylvain Rougier and Pierre Carrette

MeMeter

A WB 2.0 only version of MeMeter (only 2000 bytes). Update for original MeMeter, which didn't work under 2.0. Includes source in C.
Author: Pierre Carrette

ParM

Parametrable Menu. ParM allows you to build menus to run any program in either in WorkBench or CLI mode. This is an alternative to MyMenu which can run only when WorkBench is loaded. ParM can have it's own little window, can attach menus to the CLI window you are running it from, or to the WB menus, just like MyMenu. Versions 3.6 & 4.3, an update to version 3.6 on disk 649. Binary only.
Author: Sylvain Rougier and Pierre Carrette

WBRUN

A RunBack style program which use parm.library. Runs programs in WorkBench mode from any CLI. Programs are fully detached. The program you run must support WorkBench startup. Includes source in C. Versions 1.3 and 2.0.
Author: Sylvain Rougier and Pierre Carrette

WhatIs

WhatIs.library can detect file types and is fully parametrable by an ascii file. You can describe file types and they will be recognized by the library. A few tools are also included.
Author: Sylvain Rougier and Pierre Carrette

FISH DISK #844

DBB

Digital Breadboard is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input AND, OR, NAND, and NOR gates, NOT and XOR gates, D, JK, and SR edge-triggered flip-flops, multiple independent clocks, switched and pulsed inputs, outputs, Vcc, GND, independent 4-channel oscilloscope, event counters, variable speed timer, preferences printing, and more. Requires AmigaDOS 2.x. This is version 1.1, freeware, binary only.
Author: Dan Griffin

DiskPrint

A label database which prints and stores disk labels for 3.5" and 5.25" disks. Primarily created as a combined database and print utility for FD disks, it includes easy-to-use label library functions (like printing labels for a whole FD series in one turn or multiple print of one label) and labels for most FD disks which are available within a few mouse clicks. Features include a fast search routine, user-definable label lay out, different label sizes, intuition-based disk directory read-in and a lot more. Very configurable. Works fine with every printer connected to the parallel port and AmigaOS 1.2, 1.3, and 2.x. This version now includes DESKJET support for single label sheets. Includes both English (PAL & NTSC) and German versions. This is version 3.59, an update to version 3.51 on disk 685. Shareware, binary only.
Author: Jan Geissler

FISH DISK #845

ISL

Imagine Staging Language, a decompiler and compiler which allow the user to create and modify Imagine staging files in a manner much more powerful than that provided by Imagine itself. Imagine is the 3d rendering and animation program published by Impulse. ISL does not require any particular version of AmigaDOS, but it only works with version 2.0 of Imagine. Version 1.4, binary only.
Author: John T. Grieggs

Sz'kwa

Sz'kwa, a children's game from Northern China, as described by Clifford A. Pickover in his book 'MAZES for the MIND, computers and the unexpected'. Requires Workbench 2.04 or higher. This is version 1.1, binary only.
Author: A.R.Mohowitsch

TextPlus

A TeX frontend word processor that provides facilities for tables, lists, mailmerge, footnotes, inclusion of IFF graphics, an ARExx-Port (111 commands) and full OS2.0/3.0 compatibility. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX. New features are support for LaTeX, Make-Index (automatic index generation) and printing via PRT: (TeX is not needed for the latter). This is the English version 4.10, an update to version 4.00 on disk 700. Disk 845 contains the German version. Shareware, binary only.
Author: Martin Steppeler

(TeX is not needed for the latter). This is the German version 4.10, an update to version 4.00 on disk 700. Disk 846 contains the English version. Shareware, binary only.
Author: Martin Steppeler

FISH DISK #846

FileCache

This package is for compiler and assembler writers. It implements a cache for include files with a file cache server. Can greatly speed up compilation and assembling. Binary only.
Author: Christophe Passuello

IObject

A linker library that emulates some gadgets of the gadtools library (CheckBox, Cycle, Button, Scroller, Integer, String) and an area of text with scrolling. Works with all versions of WorkBench. Includes examples and documentation in English and French. Binary only.
Author: Christophe Passuello

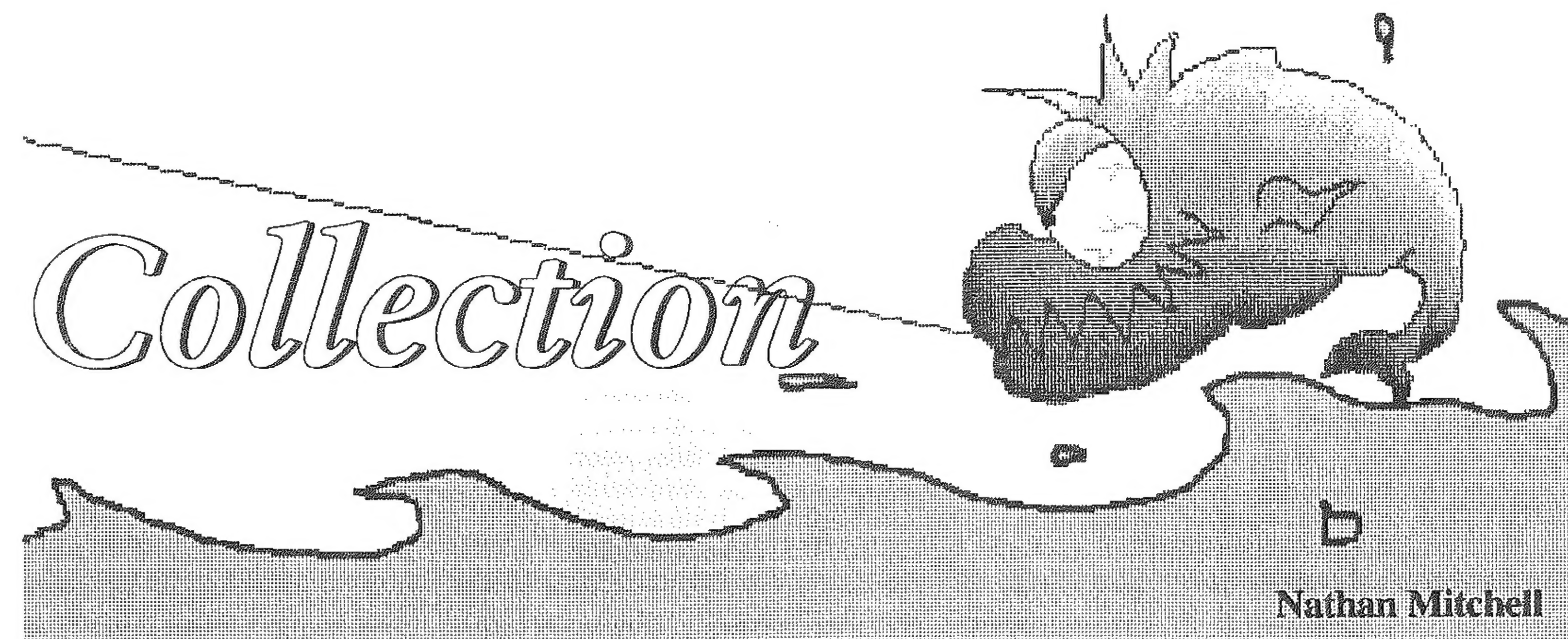
TextPlus

A TeX frontend word processor that provides facilities for tables, lists, mailmerge, footnotes, inclusion of IFF graphics, an ARExx-Port (111 commands) and full OS2.0/3.0 compatibility. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX. New features are support for LaTeX, Make-Index (automatic index generation) and printing via PRT: (TeX is not needed for the latter). This is the English version 4.10, an update to version 4.00 on disk 700. Disk 845 contains the German version. Shareware, binary only.
Author: Martin Steppeler

FISH DISK #847

ADM

A comfortable and flexible address database with font sensitive windows, commodity support, application window support, an ARExx-port, public screen support, and fully controllable from the keyboard. It includes user flags (grouping), email support, and freely configurable label printing. It can fill out letter forms and call your word processor, print remittance orders, dial the modem, and has



Nathan Mitchell

online help. Requires AmigaDOS version 2.04 or later. Version 1.01, German version only. Shareware, binary only.
Author: Jan Geissler

MidiChords

A program which replaces and extends the chord-key-play- function, as may be found on several low priced keyboards. To make full use of this code a MIDI interface and a keyboard capable of MIDI reception is required, however, a limited audio output is available too. Some special harmonic routines are: Chord Finding, Sequencing and Random Play. Chords and sequences are played by simple mouse clicks and recorded. Seqfiles can be saved (and loaded). On-line information may be switched on/off. Version 3.2, binary only.
Author: Theo Brugman

FISH DISK #848

Amiga E

An Amiga specific E compiler. E is a powerful and flexible procedural programming language and Amiga E a very fast compiler for it, with features such as compilation speed of 20000 lines/minute on a 7 Mhz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, module concept with 2.04 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low level polymorphism, exception handling and much, much more. Written in Assembly and E. Version 2.1b, an update to version 2.1 on disk 810. Public domain. Includes partial sources.
Author: Wouter van Oortmerssen

CWeb

A programming tool that allows you to program top down, by splitting your program into many small, and understandable modules which 'ctangle' tangles into a compiler understandable file. By applying 'cweave' to the program you can produce a pretty-printed listing for processing with 'TeX'. This is version 2.7, an update to version 2.0 on disk 551, now with full ANSI and C++ support. Includes source.
Author: Donald Knuth, Silvio Levy, port by Andreas Scherer

Poker

A "fair" version of a casino video poker machine in which a deck is dealt randomly. Regular casino rules apply. This is a variation of the version that appeared in the October 1992 of JUMPDISK, the Original Disk Magazine for the Amiga.
Author: Richard Ramella

FISH DISK #849

AmigaPascal

This is a mini PASCAL compiler, which may be used for smaller projects. It is not yet quite complete and can only be run from the CLI. Works on all Amigas, and OS versions from 1.2 to 3.1. Version 1.0, freeware, binary only.
Author: Daniel Amor

BackGammon

The computer version of the game. This is a tiny little game which runs on Workbench. Works on all Amigas, and OS versions from 1.2 to 3.1. Version 0.9, freeware, binary only.
Author: Igor Druzovic and Daniel Amor

CDTV-Player

A utility for all those people, who'd like to play Audio CD's while multitasking on WorkBench. It's an emulation of CDTV's remote control, but is a little more sophisticated. Allows access to the archive even without a CDROM drive (i.e. AMIGA 500-4000), although you can't play a CD. Program and KARAOKE (live on-screen) included. Recognizes CDs automatically. Version 1.8, an update to version 1.5 on disk 805. Freeware, binary only.
Author: Daniel Amor

MathPlot

A function plotter with lin/log plot, a complete KS 2.0 inter face, and ARExx support. Needs Kickstart/WorkBench 2.0 and mtool.library (included). Version 2.01, an update to version 1.04 on disk 573. Shareware, source available from author.
Author: Ruediger Dreier

RRT

Demo of a real time mapping of a reflection of a graphic onto a sphere. Is system friendly, multitasks, and uses

an Intuition screen. Written in C with small assembler assist. Includes source.
Author: Adisak Pochanayon

FISH DISK #850

4-Get-It

A fully playable version of an arcade quality puzzle game with 10 levels. The full version has almost 300 levels and 700K+ additional graphics. Impressive sound and graphics. Requires 1 MB. Binary only.
Author: Adisak Pochanayon

FastGIF

A very fast GIF viewer with a graphical user interface, file requester, support for AGA chips set, support for viewing in a WorkBench window, IFF saving (registered version only), and GIF89a compatibility. Includes English and French versions. Version II (1.01), an update to version 1.00 on disk 690. Shareware, binary only.
Author: Christophe Passuello

MineField

Another MineField program. This one has nice graphics, sound, adjustable parameters, and a 3D look interface.
Author: Adisak Pochanayon

FISH DISK #851

AmigaWorld

A database program that contains information about every country on Earth. It enables you to have a look at the data of one country, or to compare several countries. It is easy to handle, and you can use it with your favourite colors, font, and even language (at the moment there are English, German, Swedish and Dutch data files). Requires 1MB of memory. This is freeware version 1.1, an update to version 1.0 on Disk 804. New features include information about currencies. Modula-2 source is available from the author.
Author: Wolfgang Lug

ArmyMiner

An ultimate "XMiner-type" game that integrates all of the best aspects of the previous Amiga versions of the game. Options include: Automatically mark or clean the neighbours of a square; Safe start (no explosion at first click); Safe click (gadget-like behavior for

squares); Question marks (for configuration analysis). You can also specify your own custom board settings. The game has a very useful pause option, sound effects, high-score tables and a very nice interface. It works under OS v1.3 or 2.0, NTSC or PAL. Version 1.0, binary only.
Author: Alain Laferriere

GraphPaper

Creates graph paper. You specify the size and number of cycles in both X and Y directions. Each major cycle may be divided into minor cycles and may be linear, logarithmic, or log/log. It will print the graph paper on any preferences supported graphics-capable printer. Version 1.2, includes source.
Author: Bill Ames

HyperANSI

An ANSI editing program. Allows you to edit up to 999 pages at a time, with a unique 'transparency' mode which allows you to 'see through' the pages (and save as a single page). Other features include; Copy, Move, Fill, Replace, Flood fill, Text alignment & justification, line drawing, character painting (colors and/or text), half character painting, and keyboard remapping for all 255 IBM characters...Plus more. Version 1.6, an update to version 1.02 on disk 803. Shareware, binary only.
Author: Mike D. Nelson

SingleFile

A small utility that can be used to determine if there are duplicate files or directories on a given volume. Can be used to help save hard disk space and reduce backup times. CLI usage only, version 1.0, binary only, shareware
Author: Phil Dobranski

FISH DISK #852

CPUClr

A small hack, inspired by CPUBlit, that replaces the BitClear routine of the graphics library with a highly optimized 68020 (or higher) routine. This results in about a 60% speed up on a 68020 and should be even more on a 68030/68040. This is version 3.20, an update to version 2.0 on disk number 709, includes source.
Author: Peter Simons

OriginsDemo

Demo version of a commercial genealogy program. The number of records is limited in practice only by available memory and storage. You may track attributes of people, such as date and place of birth, death, burial, and marriages, and parent/child relationships. Details such as baptism, immigration, and occupation are also allowed for. Reports: individual, family group, pedigree, Ahnentafel, descendants, Tiny-Tafel, alphabetical lists. Free-form text for sources and notes; display of IFF pictures; ARExx functions. The demo version allows a limited number of records, has printing of some reports disabled, and has GEDCOM utilities removed. Requires minimum 1 MB of ram, OS V1.3 or greater, and arp.library. Version 1.06, binary only.
Author: Jeff Lavin

More Fish.....

ReSourceDemo

Demo version of the commercial disassembler. Very fast, intelligent, interactive. Over 900 menu functions. Most of the Amiga structure names are available at the touch of a key (user-defined structures also supported). Base-relative addressing, using any address register, is supported for disassembling C programs. Choice of traditional 68K syntax or the new M68000 Family syntax. Online hypertext help. Requires minimum 1 MB of ram, OS V1.3 or greater, and arp.library. Version 5.12, an update to version 3.06 on disk number 232, binary only. Author: Glen McDiarmid

FISH DISK #853

ADtoHT

A program to convert AutoDoc-files to AmigaGuide-format. Creates links to functions and include-files. Requires OS2.0+. Version 1.01, includes source, freeware. Author: Christian Stieber

AppISizer

An AppIcon utility to get the size of disks, directories or files. Gives the size in bytes, blocks and the actual size occupied. Now supports 5 tooltypes and command line options for the positioning and replacement of the internal AppIcon, and for the positioning of the output window. Requires KickStart 37.175 or higher. Version 0.61, an update to version 0.41 on disk number 802. Binary only. Author: Gérard Cornu

Hyper

Will lead you through documents that are written to be used with the legendary 'Am*gaGu*de' from Commodore. An ARExx port gives access to it from other applications. Requires OS 2.x. Version 1.17e, an update to version 1.15a on disk number 786. Shareware, binary only. Author: Bernd (Koessi) Koesling

IconAuthorDemo

A replacement for IconEdit2.0. It can transform IFF images or brushes into resized 2-BitPlane brushes or icon files that match the WorkBench2.0 colors. Online help is available via 'Hyper'. Demo version limited to processing provided demo image only. Requires OS 2.x. Version 1.08, an update to version 1.06 on disk number 786. Shareware, binary only. Author: Bernd (Koessi) Koesling

MapTrix

A texture map/backdrop generator featuring a large number of fractal effects, including mountains and clouds, wave synthesis, and "static" generators. Also has some image processing tools, including emboss, ruffian, convolutions, resizing and smooth. Supports DCTV if available.

32 user definable categories, add comment to files in catalog. Version 1.0, freeware, binary only. Author: Frans Zuydwijk

FISH DISK #855

Banner

A tiny utility to create - surprise, surprise - banners. By default BANNER uses an internal font that is ideal for title pages or sources headers. You may also render your banner from any amiga font with (nearly) unlimited font size and variable aspect. Version 1.4, binary only. Author: Tobias Ferber

HWGRCS

Part 1 of a complete RCS 5.6 port to the Amiga currently at patch level 2. It is not related to the old RCS on Disks 281, 282 & 451, but all new and shiny. The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently. For example: programs; documentation; graphics; papers; form letters; etc. Included are RCS 5.6, GNU DIFF 1.15 and LP as a neat V37 line print utility. Binaries and documentation are contained in part 1 of the distribution on disk number 855. Author: Many, Amiga port by Heinz Wrobel, docs prepared by Hans-Joachim Widmaier

KeyCall

Provides up to 10 hotkeys using F1-F10 and your choice of qualifier. The advantage of using hotkeys as opposed to menu or docking programs etc, is of course, that the keyboard is always available regardless of the screen you are currently working in. Compatible with both 1.3 and 2.x systems. Version 1.3.2, binary only. Author: Mick Seymour

LP

A very powerful tool to prepare text files for printer output. Offers a great variety of options including indentation, page headers, page numbering, multi-columns and WITH files. Includes TI and FILES, two utilities to check your printer output and create WITH files for LP. Version 1.18, includes source in C. Author: Tobias Ferber

FISH DISK #856

ButlerJames

A database program designed primarily for address management, but can be used for other purposes as well. Hotkey activated, allows you send selected groups of data directly to the keyboard input stream or printer. Very useful to avoid having to continuously enter an often used address into your favorite word processor for example. Compatible with OS 1.2/1.3/2.0. Binary only. Author: Christoph Zens

DockImages

An ILBM Dock-Images-Picture with a collection of Dock-Images for AmiDock (Gary Knight) or the

ToolManager (Stefan Becker) or a similar program. Author: Various, collected and submitted by Wolf-Peter Dehnick

HWGRCS

Part 2 of a complete RCS 5.6 port to the Amiga currently at patch level 2. It is not related to the old RCS on Disks 281, 282 & 451, but all new and shiny. The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently. For example: programs; documentation; graphics; papers; form letters; etc. Included are RCS 5.6, GNU DIFF 1.15 and LP as a neat V37 line print utility. Binaries and documentation are contained in part 1 of the distribution on disk number 855. Author: Many, Amiga port by Heinz Wrobel, docs prepared by Hans-Joachim Widmaier

FISH DISK #857

AnimBrushes

Eight AnimBrushes for use with ToolManager 2.0 (Copyright (C) 1990-92 Stefan Becker). They have been designed for a four color non-interlaced hi-res screen. Author: Gérard Cornu

Eval

A full-featured floating point expression evaluator that can assign variables, has many built-in functions and constants, allows input and output in any number base, and uses a C-like syntax for expression evaluation. Full ANSI C source is included and easily portable to other platforms. Version 1.12, includes source. Author: Will Menninger

MakePatch

Scans a file for changed, inserted or removed bytes and saves these changes to a small patchfile. This file contains all the information for the supplied "Patch'Em" program to patch an old version into the new one. Very useful and time-saving for sending updates to Beta testers for example. Not just limited to programs, you can use MakePatch/Patch'Em with all kinds of data; graphics, sound, Iharc archives, etc. Version v0.017, includes assembly source. Requires OS 2.04 minimum. Author: Peter Simons

SolitaireSamp

Sampler package of an integrated collection of five Solitaire card games. Included are: Carlton, Martha, Pas Seul, Slider and Poker Squares. Nicely done, with online help and instructions. Binary only. Author: Richard Brown & Tower Software

UDraw

A drafting tool that is bitmap oriented rather than object oriented. The original intent with UDraw was to provide a mechanism for the rapid drawing of schematic diagrams. However, UDraw has applications beyond this original intent. Makes heavy use of "clip boards", files which contain clips of various items that are

displayed simultaneously but behind the work area, parts of which can be lifted off and pasted to the working screen. Version 1.0, binary only. Author: Ron Stefkovich.

FISH DISK #858

DocDumpDrv

More printer drivers for DocDumpV3.6 (FF800). Included are drivers for the HP-Deskjet+, HP-Deskjet500 and HP-Laserjet SeriesII. The Laserjet version uses a softfont, which is included. Author: Robert Grob

EPU

A program like Stacker or XPK that allows applications to access compressed data from AmigaDOS devices without knowing that the data is compressed, and automatically compresses new data. The file size is not limited by memory and the settings of the handler can be changed at any time. Version 1.4, an update to version 1.0 on disk number 809. Shareware, binary only. Author: Jaroslav Mechacek

SuperDark

A screen blanker with some special features. It is similar to the AfterDark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more. Version 1.5, an update to version 1.2 on disk number 835. Includes source. Author: Thomas Landspurg

FISH DISK #859

DCmp

A utility that allows you to compare two disks block by block. Written in order to check the reliability of the Video-Backup-System, (VBS), DCmp

can create a file containing a list of differing sectors which can be used in conjunction with a disk-editor to correct the defects. Version 1.51, an experimental release. Works with all Amigas using Kickstart 1.3 or higher and supports req[tools].library. Also comes with FCmp, a file compare utility. Includes C-source. Author: Tobias Ferber

DirKing

A very powerful replacement for the AmigaDOS 'List' and 'Dir' commands. It gives full control on the format of the directory listing and what information should be printed. The directory can be sorted on any field, or on several fields in the order you want. Supports many filters, such as name and date, and the filters can be made effective on files only, directories only or on both. You can also define a pattern for each level of the directory tree. Has an LFORMAT option which is useful for generating scripts. A unique feature is the ability to monitor the scanning process. English version supplied, German, French and Dutch versions available from the author. Version 2.12e, an update to version 2.11e on disk number 784. Binary only, shareware. Author: Chris Vandierendonck

NewDate

A replacement for the AmigaDOS 'Date' command. Besides the usual date options, NewDate enables date output in your own defined format. NewDate also supports English, German, French, Dutch, Italian, Spanish, Danish, Finnish and Polish datenames. Version 1.10, binary only, freeware. Author: Chris Vandierendonck

PARex

Replace strings in any file, whether plaintext files or pure binary files. By using scripts you can define any number of search and replace strings to be used for processing a file. You can use all ASCII codes when defining

these strings, so non-printable characters are no problem. PARex makes patching files very easy. Version 2.12, binary only, shareware. Author: Chris Vandierendonck

PPMC

The Powerpacker Mini Clone. PPMC is powerpacker.library meeting gadtools.library. It's a OS2.0+ utility, useful for packing and unpacking text and data files. It has a complete CLI interface and is localized under OS2.1 and higher. This is version 1.2c, an update to version 1.2b on disk 812. Some new enhancements as the multiple file packing and/or unpacking under Shell and many code optimizations. Includes Danish, Dutch and French catalogs, a 68030 version, hypertext documentation and source for SAS/C. Author: Reza Elghazi

FISH DISK #860

AzMake

A work environment for Aztec C. You can compile, assemble, link, print, etc your programs by clicking a gadget. Typing in the Shell is out. Version 2.3, an update to version 1.1 on disk number 586. Binary only, shareware. Author: Christian Friedel

bBaseIII

An easy to use, versatile, yet full featured database program. Search or sort on any field, (un)delete records, print mailing labels or envelopes, get printouts in many formats, scramble files, flag records, and more. Fields are user-configurable, so bBase can be used to keep track of addresses, tape or video collections, recipe files, or anything else you can think of one program does it all! bBaseIII is a greatly enhanced successor to bBaseII. Version 1.1, an upgrade to bBaseII, version V5.5 on disk 710. Binary only, shareware. Author: Robert Bromley

CConvert

A utility to convert IFF files to raw bitplane data. It features options to create sprite data lists or interleaved bitmaps. It can generate RAW files as well as linkable object files. Version 1.82. Includes source in assembler. Author: Klaus Wissmann

LazyBench

LazyBench is a utility for lazy people with a hard disk crammed full of goodies which are difficult to reach because they are buried away in drawers inside drawers inside drawers inside drawers... Supports tools and projects and both OS 1.3 and OS 2.xx versions are supplied with this distribution. LazyBench for OS 1.3 opens a little window on the Workbench screen and delivers a fully configurable menu which brings up to 30 applications at your fingertips. LazyBench for the OS 2.xx adds an item under the Workbench "Tools" menu, installs itself as a Commodity and waits in the background. Use its hot key combination to pop its window and then select an application from a list of up to 100 applications. Versions 1.01 (OS 1.3) and 1.04 (OS 2.xx), an update to the version 1.00 on disk number 839. Binary only. Author: Werther 'Mircko' Pirani

Minterm

Minimizes boolean algebra formulas. Minterm can minimize formulas with up to 15 variables. Version 2.0 for AmigaOS 2.04 or higher. An old version (1.1) is included for users still requiring OS 1.2/1.3 compatibility. Binary only. Author: Achim Pankalla

SysInfo

A brand new release of this popular program. It reports interesting information about the configuration of your Amiga, including some speed comparisons with other configurations, versions of the OS software, and much more. Version 3.18, an update to version 3.11 on disk 820. Binary only. Author: Nic Wilson

PUBLIC DOMAIN SOFTWARE ORDER FORM

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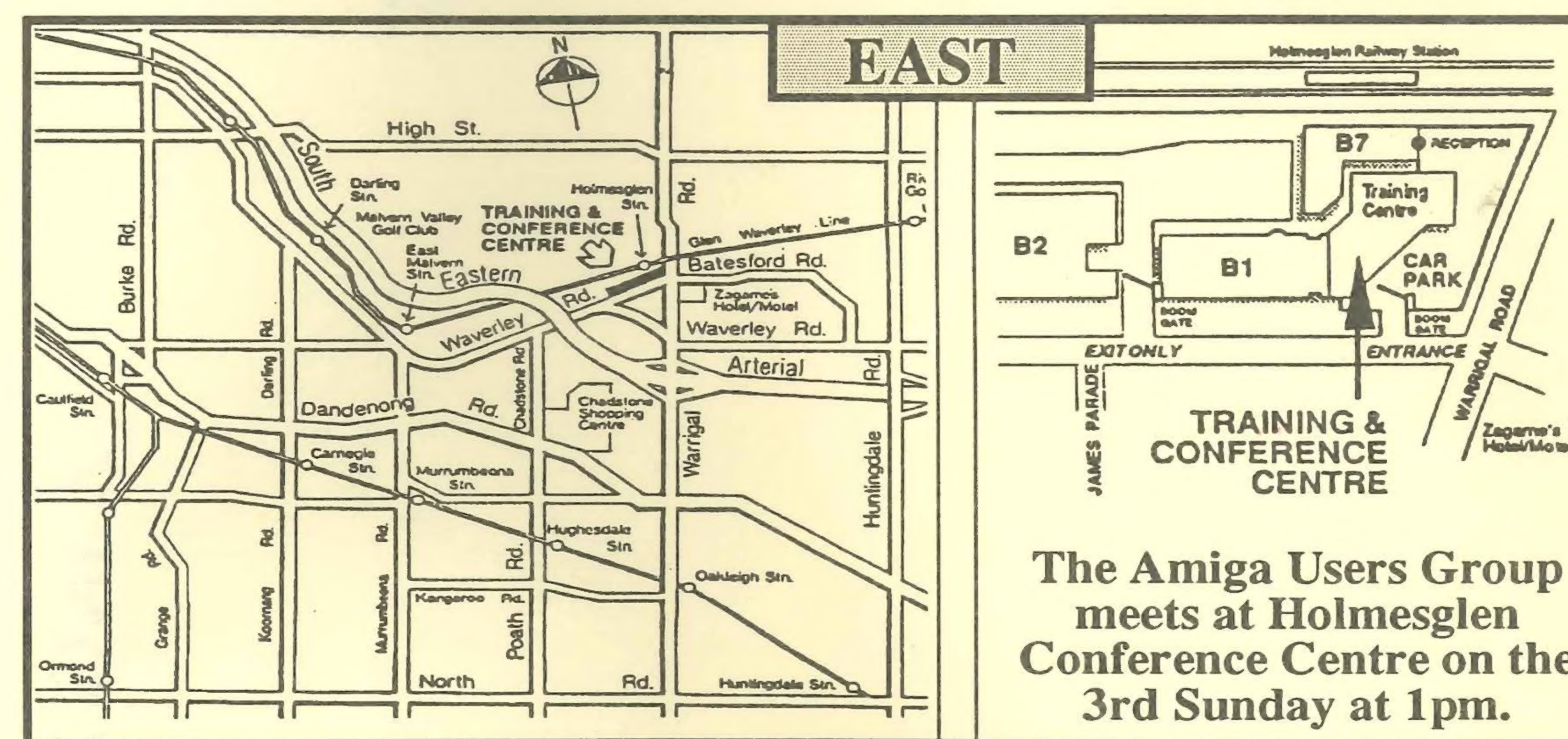
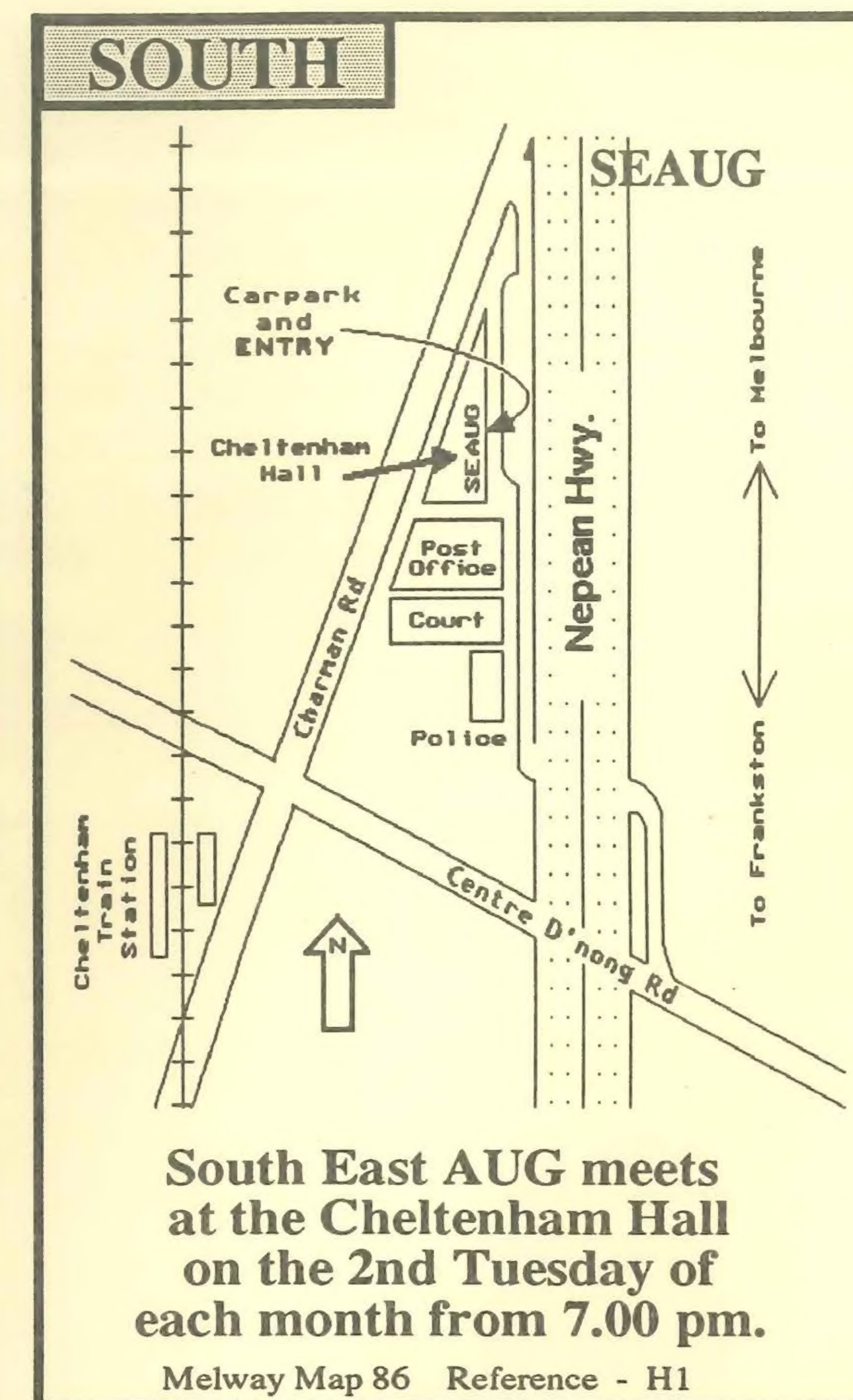
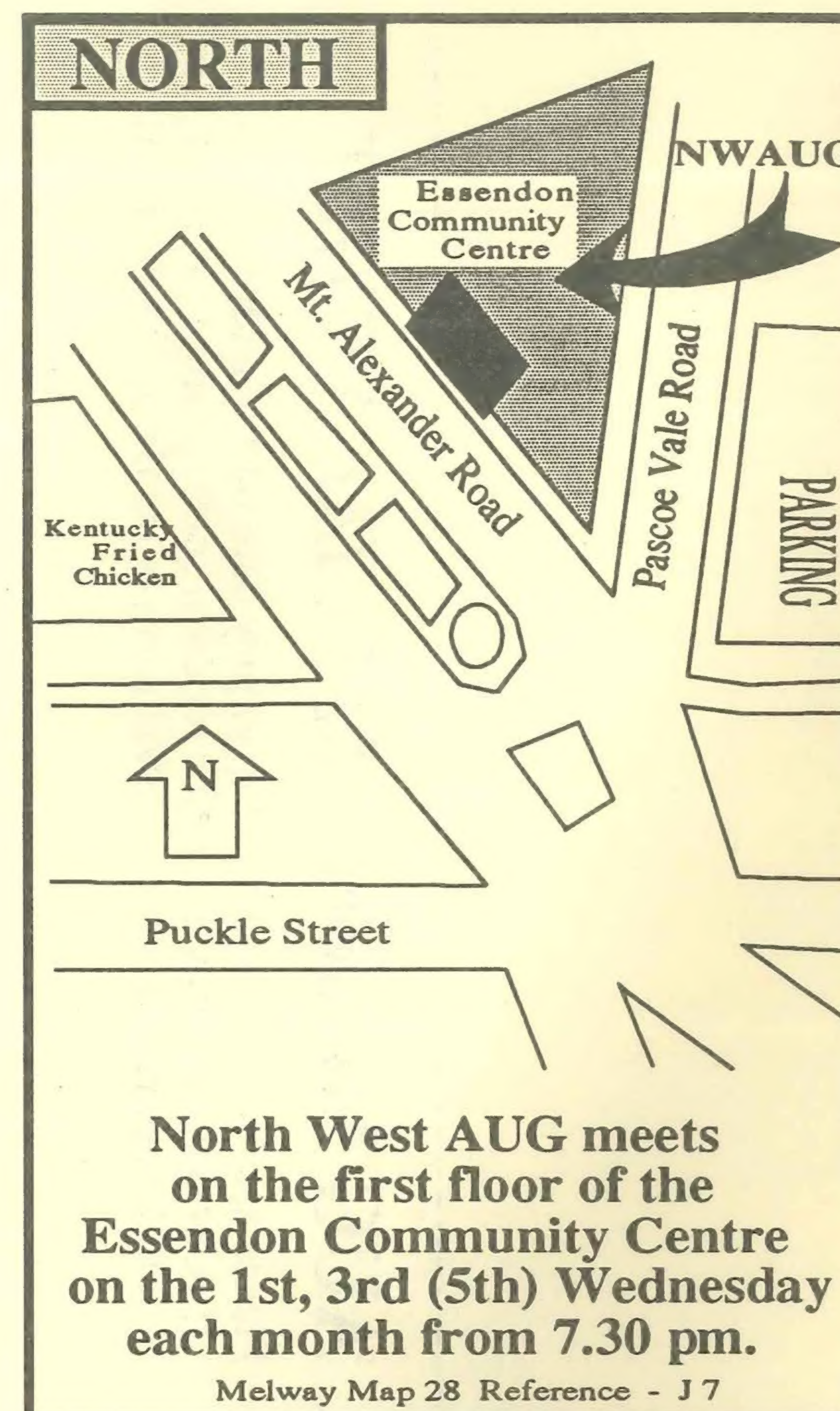
Wednesday	Jun 16	NWAUG Meeting
Sunday	Jun 20	Holmesglen Meeting
Friday	Jul 2	Deadline for Copy, <i>August Workbench</i>
Wednesday	Jul 7	NWAUG Meeting
Sunday	Jul 18	Holmesglen Meeting
Wednesday	Jul 21	NWAUG Meeting
Wednesday	Aug 4	NWAUG Meeting
Friday	Aug 6	Deadline for Copy, <i>September Workbench</i>
Sunday	Aug 15	Holmesglen Meeting
Wednesday	Aug 18	NWAUG Meeting
Wednesday	Sep 1	NWAUG Meeting
Friday	Sep 3	Deadline for Copy, <i>October Workbench</i>
Wednesday	Sep 15	NWAUG Meeting
Sunday	Sep 19	Holmesglen Meeting
Friday	Oct 1	Deadline for Copy, <i>November Workbench</i>
Wednesday	Oct 6	NWAUG Meeting
Sunday	Oct 17	Holmesglen Meeting
Wednesday	Oct 20	NWAUG Meeting
Wednesday	Nov 3	NWAUG Meeting
Friday	Nov 5	Deadline for Copy, <i>December Workbench</i>

If you are arranging (or know of any) forthcoming meetings, demonstrations, lectures or other events that would interest readers, please let us have the details so that we can publicise them here. Country members unable to attend Metropolitan meetings are encouraged to use this calendar for local events.

John Rowley

Jim Alexander, one of our most respected artists, will move to Queensland's Gold Coast this month. Jim has recently acquired a modem, so that he can maintain contact with his Amigaphile friends on Amiga Central BBS.

Tim Homewood's play *Hacker* has completed a successful run at the Carlton Courthouse Theatre. Tim is planning another production later in the year. (Not about computers this time!)



If admitted as a member, I agree to abide by the rules of the Association for the time being in force

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Where To Find Us...

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